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## Filipino Traditional Games That I Used to Play

PASOK SA BANGA NI Xander at 4:14:00 PM



games

Being an adult gives me less opportunity to play Pinoy games that I enjoyed the most when I was a kid, though nobody stops me from playing it again. However, due to the demands and responsibilities of the job that I am facing, I haven't got much time in doing so. I remember we played games for so many reasons; as pastime, specially in rural areas and during moonlit nights, we usually gathered in plazas, open areas, or main roads, trying different set of games and interacting with other kids in the neighborhood as part of our recreation, socialization and relaxation after a hard day's work.

I personally believe that playing games is part of growing up. Some games are challenging. Some are daring. Some are physical, some are intellectually stimulating. Playing games teach us the value of Sportsmanship. I remember that when we play games, we don't have any referees or even coaches to teach us how to play it right. As kids, we made the rules and we abide the rules, that's what we called "honor system".

Below are some of the games that I usually played when I was a kid.

<b>LUKSONG ALON</b>
<b>Guidelines:</b>
<ol style="list-style-type: none"><li>1. Two Games facilitators hold opposite ends of the rope and turn it clockwise.</li><li>2. One player enters the rope first, and then the second player will enter until three players are already jumping inside the rope.</li><li>3. The three players should make ten consecutive jumps.</li><li>4. When the other players FAILS to coordinate his/her movement, they will REPEAT jumping inside the rope until they successfully attain the needed number of jumps.</li></ol>
<b>NOTE:</b>
Each team will be given 5 minutes to play. However, if they do not finish the game within the given time, they have to wait another 5 minutes as punishment.

### TUMBANG PRESO

#### Guidelines:

1. The game requires 3 or more players.
2. Each player is provided with a large throw-away object (could be slippers or a shoe) called "pamato".
3. A semi flattened empty tin can or plastic container (the size of an 8 or 12 oz tins. ) is placed in upright position 6 or 8 meters from the throwing line.
4. A player is drawn as a prisoner (usually through a system like **Jack en Poy**).
5. The prisoner will guard the empty tin or container.
6. The other players stand at the throwing line. They take turns throgin their "pamato" at the empty tin, trying to knock it down.
7. As soon as the can is knocked down, the prisoner must put back the tin in upright position before he can tag any of the players attempting to recover their "pamato".

#### NOTE:

If the pamato becomes too close to the tin in an upright position, so that the prisoner can step on both with one foot, the owner of the pamato becomes the new prisoner. The prisoner can also tag the players while recovering their pamato outside the throwing line.

8. After each throw, a player must recover his pamato. Should he be tagged by the prisoner before he reaches the throwing line, he becomes the prisoner in the next game.

### LUKSONG TINIK

#### GUIDELINES

1. There are three garters of different levels (according to height); the goal of each team is to successfully go over the garter without touching it.
2. Only one player is allowed to go over the lowest level, three over the mid-level, and four over the highest level.
3. If someone touches the garter, everyone goes back to the side where they came from and tries it all over again.
4. Each team is given 10 minutes to complete the task.
5. Once the 10 minutes is up and an opponent team waiting to do the game, the opponent team would go on first.

### TRUMPO

#### Guidelines:

1. A team should have five representatives to play the game.
2. Each of them must be able to spin the *trumpo* at least one time for 5 seconds.

#### NOTE:

Per team there must be a total of five spins. If some CANNOT spin the *trumpo*, they CAN pass the chance of spinning it to their teammates.

3. The team is given only 2 minutes to complete the five spins.

#### NOTE:

If the team was NOT able to spin the *trumpo* for 5 times after 2 minutes, a 5 minute penalty will be given to them before they can go to the next game.

**(Other games are: Patintero, Holen, Taguan, Tumbang Preso, Palo Sebo, Sungka, Siato (Siatong), Piko and some others.)**

In this modern word, I observed that most kids doesn't played these games anymore. Probably they even do not know what and how to play this games. Unfortunately, most of them are more aware and caught up with the modern toys that technology could ever offer. You have online games, PSP, PS2, [nintendo](#) and some others. Though, this might increase their mental abilities in terms of solving or maybe being active metally but pjhysically- NO!

Its commonly known that games, like the one I mentioned above, plays an important role in the learning process of the child. This educational [influence](#) of the games on the physical, mental, and moral vitality of a child is a factor why its still good to have these games be introduced to kids on this generation.

I wish that my future kids will experience the games that I played before. I could not imagine seeing them not enjoying the life that I have when I was a kid.

So.. let the games begin!